

THE EMBODIMENTS OF THE INVENTION IN WHICH AN EXCLUSIVE PROPERTY OR PRIVILEGE IS CLAIMED ARE DEFINED AS FOLLOWS:

1. A video game terminal for playing a video game and entry of an identified user in a random draw, said game apparatus comprising

a payment arrangement for receiving payment and authorizing initiation of a game from a series of games retained in memory,

a registration query allowing registration of a new user or entry of a PIN assigned to a previously registered user,

a counting arrangement for maintaining a count for each registered user which count is incremented with each authorized game associated with the user, and

a communication arrangement for communicating with a separate remote computer and providing thereto the counts of the different registered users for entry in a random draw based on each count providing an opportunity to win.

2. A game apparatus as claimed in claim 1 wherein said registration query provides the user with a series of options including the option to decline registration or identification of the user.

3. A game apparatus as claimed in claim 1 wherein said apparatus is a video display terminal having a touch screen.

4. A game apparatus as claimed in claim 3 wherein said registration query when activated for registration of a new user causes a form to be displayed on said video terminal together with a displayed keypad for entering information.

5. A game apparatus as claimed in claim 4 wherein said registration query when completed causes said game

apparatus to complete a communication with said remote computer to record the registration with the remote computer and have a PIN assigned and communicated to said game apparatus.

6. A game apparatus as claimed in claim 3 wherein said remote computer and said game apparatus communicate in a predetermined manner and said game apparatus provides new registrations to said remote computer on a batch basis.

7. A game apparatus as claimed in claim 3 wherein said remote computer from time to time provides said game apparatus with a number of PINs and said game apparatus assigns one of said PINs to each new registration to uniquely identify the registration by said assigned PIN.

8. A game apparatus as claimed in claim 7 wherein said game apparatus maintains in non volatile memory said registrations and assigned PINs until this information is reported to said remote computer.

9. A video game terminal comprising a touch screen for accommodating user input of information, a series of games displayed on said touch screen for possible selection and play by a user either as a non identified user or as a particular registered user, a payment arrangement for accepting payment and initiating play of any of said series of games, an on screen registration option for registration of a player with said terminal and automatically enter said player in a random draw based on the number of times games are played by said user and identified as being played by a particular registered user, said game terminal including a counting arrangement for tracking the number of games played by a registered user and automatically entering the registered users in a random draw based on the number of games played identified as being played by the registered user.

10. A video terminal as claimed in claim 9 wherein at least some of said games are operated in a tournament mode and a ranking is provided of at least several leading registered users and their particular best game results.

11. A video game terminal as claimed in claim 10 wherein said terminal includes a communication arrangement for communicating registration information and count information of a registered user to a remote computer which maintains the information for entry in the random draw.

12. A video game terminal as claimed in claim 11 wherein said terminal includes a non volatile memory arrangement for maintaining registration information and count information until such information is communicated to the remote computer.

13. A video game terminal as claimed in claim 12 wherein said game terminal includes user activated means for displaying the rules of the random draw contest on the touch screen.

14. A video game terminal as claimed in claim 13 wherein only a limited number of games are operated in tournament mode at any given time and tournament mode games are clearly identified and distinguishable from non tournament mode games when said games are displayed on said touch screen for selection.

15. A video game terminal as claimed in claim 14 wherein each game is eligible for recording as a user count for said random draw.

16. A video game terminal as claimed in claim 11 wherein certain of said series of games are available for purchase by a user and payment is made using said payment arrangement and delivery information is provided by the

user using said touch screen to enter sufficient information to allow delivery of said game.

17. A video game terminal as claimed in claim 16 wherein said delivery information is an e-mail address and said game is provided in an email to said e-mail address.

18. A video game terminal as claimed in claim 17 wherein said terminal provides said game purchase and delivery information to said remote computer for delivery of said game to said e-mail address.

19. A video game terminal as claimed in claim 11 wherein revenue collected by said video game terminal is divided between an onsite operator and a terminal provider, said terminal maintaining an electronic count of revenue collected and communicating said electronic count to a remote computer using said communication arrangement and said onsite operator is debited for the portion of the collected revenue due to terminal provider for the benefit of the terminal provider and said operator removes and receives the benefit of the revenue collected by said video game terminal.

20. A video game terminal as claimed in claim 1 wherein said terminal includes a further tournament mode for prizes based on performance, and entry to this tournament mode is based on a registered player being awarded a free entry.